

# **Me and the Machine**

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# **February 2023**

I wrote a blog post.

**"I Think AI Would Kill my Wife"**



*"Clearly you would not want to just give ChatGPT access to your shell and production services."*

- Me, February 2023

*"Maybe we should be a bit more careful with what hammers we give that thing."*

- Also me, February 2023

# April 2025

Claude Code lands.

I give it shell access.

**It worked.**

# What happened?

In 20 years, I've never seen anything like this.

I stopped sleeping. I was completely obsessed.

# An Avalanche

I rethought everything – software, economics, who gets to be a programmer, the future of software.

I was hooked.

# The Unlock: The Feedback Loop

The agent *does*.

And *validates*.

Rince and repeat.

# **What Changed For Me Last 9 Months**

- 1. Models improved**
- 2. Harnesses improved**
- 3. I learned – how to work with them**

The Future Is Not Evenly  
Distributed

# Same Poll, Different Worlds



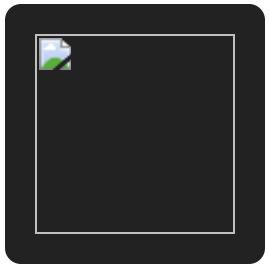
𝕏: 46% write <10% of their code • Mastodon: 61% write 90-100%  
Mind the adoption gap. We're living in parallel realities.

# **Moving Towards Agents**

My goal here is to share how coding agents can work.

# Agent-First Engineering

# Hello Pi



An agent stripped to the core. No bells and whistles.

You need to understand the fundamentals before you add complexity.

# Pi

A tiny system prompt and 4 tools:

read , write , edit , bash

That's it.

YOLO only. But you and it can extend itself.

# Optimizing Context

Tokens are precious.

What goes in, what stays out – this is your job now.

## Branch and Rewind

Agent goes astray? Rewind to earlier.

Pi's `/tree` rewinds with summary.

Use the newfound information to steer.



# Let the Agent Build Its Own Tooling

Don't prescribe. Ask.

*"What would help you validate this?"*

```
# Test jump pad cooldown and cancellation
map assets/maps/fjord_jump.map
god on
frames 5

# Teleport near the jump pad (start is around tile 8,4 = world ~15,7)
teleport 13.0 7.0
frames 5
screenshot debug-temp/jp_01_near_pad.png

# Walk onto the jump pad
input +right
frames 20
input stop
frames 5
screenshot debug-temp/jp_02_on_pad.png

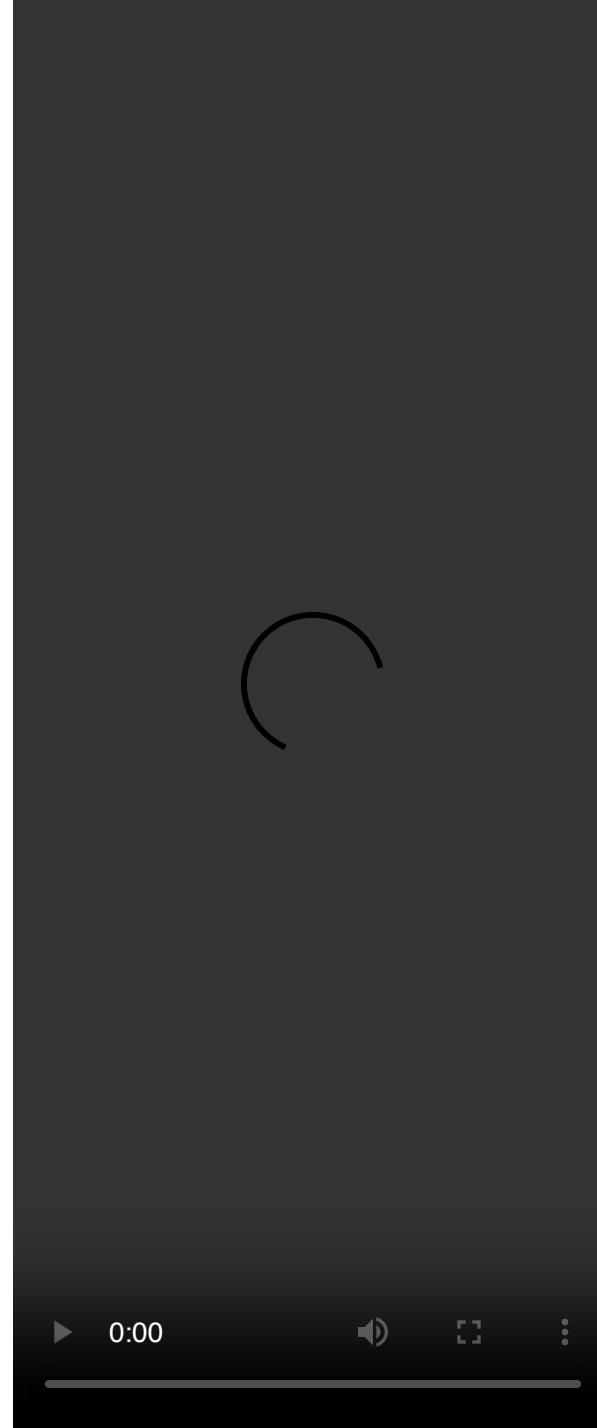
# Walk off during countdown (should cancel jump)
input +left
frames 15
input stop
frames 5
screenshot debug-temp/jp_03_cancelled.png

# Walk back onto pad and let it jump
input +right
frames 15
input stop
# Wait for countdown + jump
frames 80
screenshot debug-temp/jp_04_landed.png

# Now walk off the landing pad (should NOT jump back)
input +right
frames 30
input stop
frames 5
screenshot debug-temp/jp_05_walked_off.png

# Walk back onto landing pad (should now jump back since cooldown cleared)
input +left
frames 15
input stop
# Wait for countdown + jump if it triggers
frames 80
screenshot debug-temp/jp_06_returned.png

quit
```



# Talk and Refine

Talk to the agent

Go back and forth

Write plan to file

Implement plan

# Multiplayer

How do we work as a team with agents?

# How We Work

Emphasize human inputs.

Automate validation of outputs.

Agents in the loop.

Automate the guardrails.

# Rethinking Pull Requests



Code is 100% AI generated. The human inputs matter.

We share the prompts and how we prompt.

# **Agent can read the Session**



# The Simplest Thing

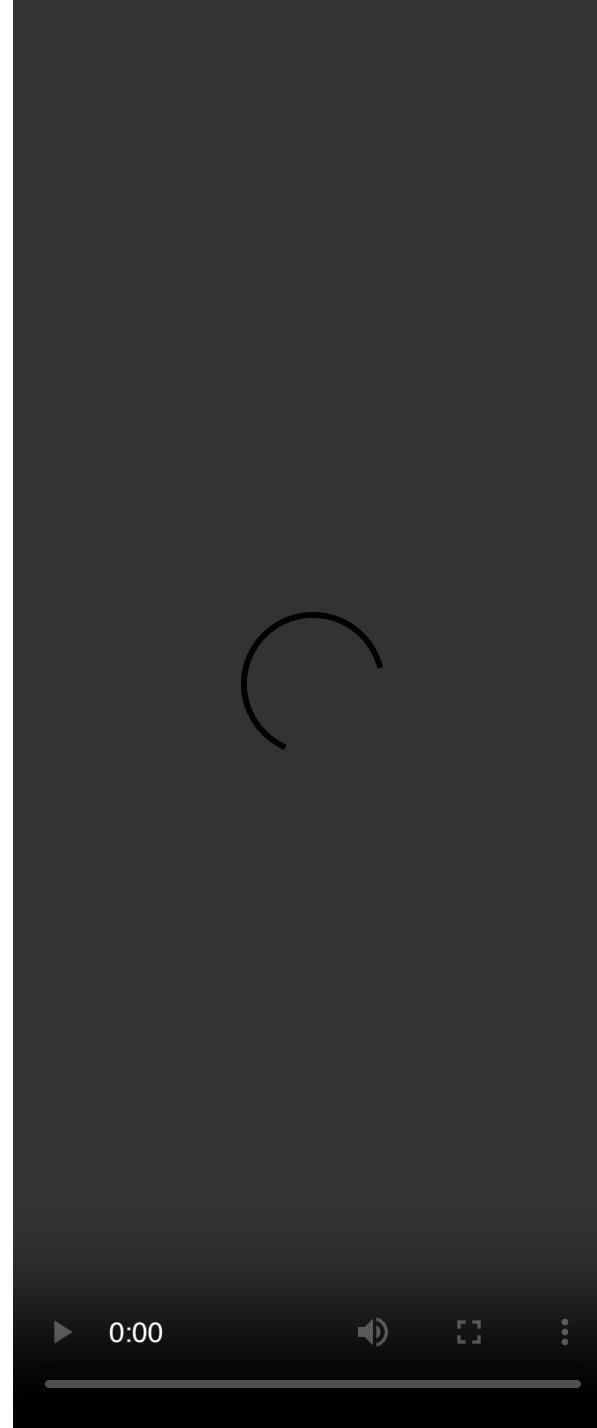
We enforce unique function names (better grep) through linter

We lint away all the things we don't like

Refactorings are cheap now

Share when the agent fails

**Software That Builds  
Itself**



# What You Just Saw

The system extended itself.

Not magic. Just tight feedback loops taken to their conclusion.

## **Where to use this?**

Have the agent read through your sessions and analyze itself.

Have the agent do side-quests for better dev tooling.

Talk to the agent to see what it likes.

**Full Circle**

# 2023

"Be more careful what hammers we give that thing."

# 2025

It has sharp hammers.

But the **constraints** make it work.

# **The Machine Didn't Replace Me**

We are the agents.

# Questions?

Reach out on X: @mitsuhiko